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22

BATTLES

IN TIME



ABZORBALOFF
GROTESQUE GREEN GIANT!

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GAMEPLAY RAPID

Similar to issue 19's Second Chance, but this time you can choose to retreat...

STEP 1

PLAYER 1



PLAYER 2

Remove bonus and duplicate cards, then deal each player 20 cards.

The cards should be kept in a pile in front of each player.

Player 1 attacks player 2 by turning over their top card and calling out their best score in any category.

Player 2 defends by turning over their top card and seeing if they have a higher rating in that category.

If player 2 successfully defends against player 1's attack, put both cards to the bottom of their pile.

PLAYER 2 DEFENCE
INTELLIGENCE
7200!

PLAYER 1



PLAYER 1 ATTACK
INTELLIGENCE
7800!

PLAYER 2



RETREATS!

STEP 2

However, if player 2 can't win they have a second chance to defend themselves with their next card.

If their second card is a winner, they claim all three cards and place them at the bottom of their pile.

But if the next card can't win, player 2 has to decide which card to retreat

to the bottom of their pile and which to surrender. Player 1 claims the other cards and puts them at the bottom of their pile.

TOP TIP!
Always surrender your worst card to weaken the winner's hand!

PLAYER 1 ATTACK
INTELLIGENCE
7800!

PLAYER 2
STILL LOSES!

PLAYER 1



PLAYER 2



PLAYER 2 RETREATS
KRILLITANE 3 AND
SURRENDERS

STEP 3

Take it in turns to start each new attack.

If it's a draw, both cards go in the middle and are won by the winner of the next round.

Whichever player runs out of cards first loses the game.

WHY NOT?

These extra rules can make the game harder...

The attacking player can only use green while the defender can only use red scores.



DECK DOCTOR

BONUS FUN

Just when your opponent thinks they have a strong card knock them down to size with these bonuses!

Take down all ratings by 2000!



Reduce all red ratings by 3000!



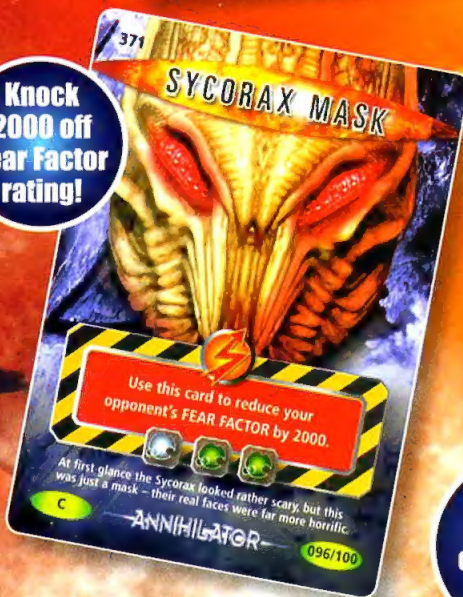
Lower Agility and Special Abilities by 1500!



Lower all red ratings by 2000!



Knock 2000 off Fear Factor rating!

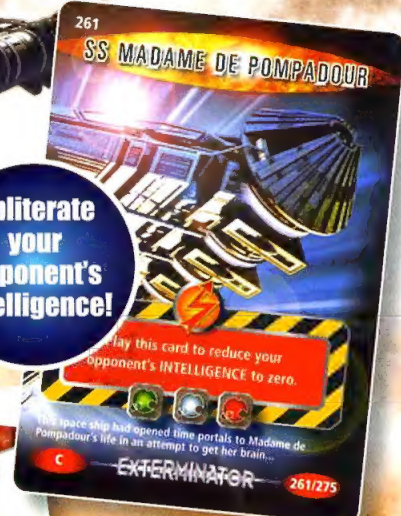


Halve all of your opponent's ratings!





Obliterate your opponent's Intelligence!



Bring down stamina by 3000!



Reduce Agility by 1500 and Stamina by 2500!



Reduce your opponent's Agility by 2000!

FAQS



1. Can I trade cards on the Battles in Time website?

No, but you can use the Card Collection section to look at your friends' collections and see what you can swap with them.

2. Are more cards going to be released in the future?

Yes – look out for brand new cards in a few months' time featuring all the goodies and baddies from the third series!

SPECIALS ZONE

HEAD HONCHOS!



These guys are the daddies of evil, so are bound to be super-rare holographic cards!

DISEASED GROUP



MONSTER PROFILE

DANGER LEVEL HIGH

TECHNOLOGY LOW

LIFE FORM HUMAN

WHO ARE THEY? They were the humans who the Cat Nurses experimented on and secretly locked up in pods in the New New York hospital. They were infected with all known diseases to help the nurses find cures.

WHAT ARE THEY LIKE? They looked scary and could kill with a single touch, but all they really wanted was human contact.

WHAT ARE THEY GOOD AT? Being scary! There were so many of them it was difficult to avoid them. They moved in a mass of heaving bodies, and the people they infected died instantly.



DISEASED GROUP WINS ON
SPECIAL ABILITIES:
 6000 VS 4200
FEAR FACTOR:
 7500 VS 1900



CHECK OUT THESE 'NEW EARTH' EPISODE CARDS!

TOTAL 2/5

FOREST OF

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!



FOREST OF CHEEM

ALIEN PROFILE

DANGER LEVEL LOW

TECHNOLOGY LOW

LIFE FORM TREE

WHO ARE THEY? Jabe, Coffa and Lute were distant descendants of Earth's tropical rainforests. They were invited to the End of the World party along with many other rich and important aliens.

WHAT ARE THEY LIKE? Gentle, intelligent and peaceful, they are possibly some of the nicest aliens the Doctor has ever met. Jabe sacrificed herself to help him overcome Cassandra's evil plot.

WHAT ARE THEY GOOD AT? At first glance they just seemed like nice, polite aliens, but they had amazing lianas, which are like extendable whips that can be used to catch things!



FOREST OF CHEEM

WINS ON INTELLIGENCE:

5600 VS 800

AGILITY:

5300 VS 4700

STAMINA:

6900 VS 6400

TOTAL 3/5



HAVE YOU GOT THE COFFA AND LUTE CARDS YET?



CHEEM WIN!

RELIVE THE DOCTOR'S ADVENTURES



EPISODE 21 THE IDIOT'S LANTERN

The Doctor tackles a ruthless alien called the Wire who is sucking off human faces through televisions!

Q Which episode is this?

The Doctor and Rose arrive in London in 1953 and find that the Wire is using televisions to steal people's faces. It plans to store up the essence from all its victims until there's enough power for it to take a physical form.

Q What exactly is the Wire?

The Wire is an evil alien who was executed on its home planet for committing crimes, but somehow escaped to Earth in an electrical form.

Q So why does it look like a human?

It's just using the image of a TV presenter to communicate with the outside world.

Q What's the Wire's wicked plan?

It needs the electrical energy from millions of humans until it's strong enough to become solid again. It uses Magpie to sell cheap TVs so it can attack all the people watching the Queen's coronation.

Q Why does Magpie help the Wire?

The Wire burns him from the inside unless he does what it wants, so Magpie cuts the price of televisions, meaning more people will become victims of the Wire.

Q But why are all the faceless people disappearing?

The police are hiding all the Wire's victims away to avoid a national embarrassment. They're working on tips from informers, including Tommy's dad.

**"I'm the Wire!
And I am huuuungry!"**



Q What's happened to her face? Is it really Rose?
It is! Rose became another one of the Wire's victims when she went into Magpie's shop.

SWITCH IT OFF!

Save the population from the Wire's wicked plot by stopping the treacherous transmission!

INSTRUCTIONS

1. Shuffle your character cards and place them face down. Each player must put a marker on the start.
2. Move forward one space each turn.
3. If you land on a large sphere pick a card and follow the directions. Carry on until you land on a pink ball or have to miss a turn.
4. The winner is the first person to reach the centre.

START

The police take Tommy's faceless gran away!

If your green Intelligence is below 5000 move 1 space. If not, move 2.

You catch up with him and fight over the switch!

If your card number is below 200 move 2 spaces. If not, move 1.

You get to Magpie's shop and see Rose's face on a TV screen!

If you have a rare card move 2 spaces. If not, move 1.

The Wire tries to attack you from a TV!

If your green Agility is below 4500 miss a go. But if not, move forward 1.

WELL DONE!

You switch it back to transmit - and the Wire is stopped!

Magpie's climbing up the aerial at Alexandra Palace.

If your red Fear Factor is above 4000 move 1 space. If not, miss a go.

He switches the aerial to receive, then dies!

If your green Special Abilities is above 3000 move 2 spaces. If not stay here.

You chase the police down the street on a moped.

If your green Stamina is above 3000 move 3 spaces. If not, only move 1.

You're chasing Magpie on your moped down the street.

If your red Stamina is above 5000 move 2 spaces. If not, stay here.

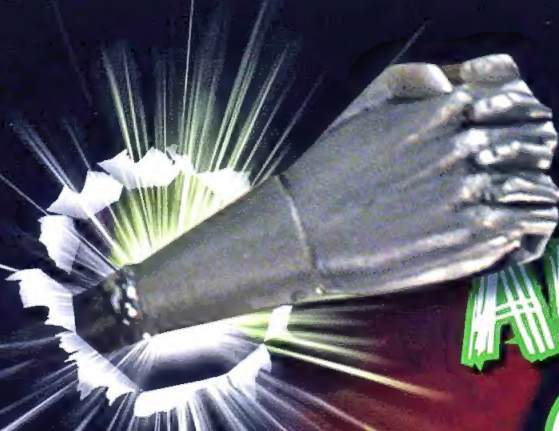
You find the faceless people trapped in a warehouse!

If your green Fear Factor is higher than the red move 1 space. If not, stay where you are.

The police car disappears through a wall!

If your red Special Abilities is below 6000 miss a go. If not, move 2.





ABZORBALOFF QUIZ

It's time to test yourself
on the Abzorbaloff...

**Q1. Who did the Abzorbaloff
disguise himself as?**

- a) Elton Pope
- b) Elton John
- c) Victor Kennedy

**Q2. What planet does
the Abzorbaloff come from?**

- a) Raxacoricofallapatorius
- b) Clom
- c) Mars

**Q3. Who from this list was
NOT a member of L.I.N.D.A.?**

- a) Mr Skinner
- b) Jackie Tyler
- c) Bridget

**Q4. What did Jackie wave
at Elton in the launderette?**

- a) Her knickers!
- b) Her hand
- c) Her socks

**Q5. Which member of L.I.N.D.A.
was absorbed first?**

- a) Ursula
- b) Bridget
- c) Bliss

**Q6. What created the limitation
field to protect the Abzorbaloff?**

- a) His moustache
- b) His cane
- c) His newspaper



YOU STUPID
MAN!

5 ABSORBING TRUTHS!

1 After being absorbed you could end up anywhere on the Abzorbaloff's body. If, like Bliss, you're really unlucky, you might even turn up on his bum!

2 Try your hardest to never go near the Abzorbaloff – once you've been absorbed, there's no way out!

3 The Abzorbaloff learns loads from his 'absorbees' – he soaks up their experience and knowledge as well as their bodies!

4 The up side of this is, it works both ways – his 'absorbees' can read his mind too, which means they can warn other people what he's up to!

5 And if they try REALLY hard and all work together, they can even take control of his body!



ABSORBED AFTER
JUST ONE TOUCH





TICK IT!

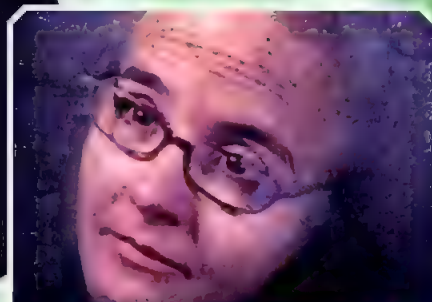
Abzorbaloff could only survive earth without being absorbed himself because his cane created a protective limitation field.

22

ABZOR

GROTESQUE GREEN GIANT!

When the bossy Victor Kennedy took over L.I.N.D.A. – a group dedicated to finding out more about the Doctor – nobody realised he was really a big, green monster in disguise!



CONCRETE PROOF

Part of Ursula lives on when the Abzorbaloff dissolves into the ground – her head survives in a paving slab!

ABZORBALOFF

BLISS

Bliss is the artistic one in the group, and the first victim of the Abzorbaloff.

ELTON POPE

Elton first met the Doctor when he was a little boy. After reading Ursula's blog about the Doctor, he joins the group.

URSULA BLAKE

The Abzorbaloff thinks Ursula is most likely to fight back after she defends Elton, but in the end even she is absorbed.

L.I.N.D.A.

The London Investigation 'N' Detective Agency are a group of friends who met through their shared interest in the Doctor.

MR SKINNER

Mr Skinner falls in love with Bridget, and then falls foul of the awful Abzorbaloff.

TOP 10 ABZORBALOFF FACTS

1 The Abzorbaloff has some kind of control over electricity – he can turn lights on by lifting his arms and saying ‘lights’.

2 He looks a bit like a Slitheen.

3 When the Abzorbaloff absorbs someone, it tastes like chicken.

4 He has found a way to access the top secret Torchwood files.

5 He’s trained in basic surveillance and espionage.

6 The Abzorbaloff comes from the planet Clom.

7 He’s surprisingly nimble and can leap over furniture with great ease!

8 He is driven by a desire to absorb the Doctor and learn the secrets of time and space!

9 Victor Kennedy claims to suffer from a skin complaint so bad he blisters to the touch, but really anyone who touches him would be absorbed!

10 The Abzorbaloff only has two fingers and a thumb on each hand!

BRIDGET SINCLAIR

Bridget first came to London in search of her missing daughter. She’s the Abzorbaloff’s second victim.

LESSON TIME

VICTOR
THE VILLAIN

L.I.N.D.A. DECK

You can find all the members of L.I.N.D.A. in the Battles in Time collection...



TURN TO PAGE 23
FOR THE ANSWERS OR YOU
WILL BE ABSORBED!

HEAD START

When the Doctor and Martha pick up a distress signal they rush to help...

AAH! WHAT IS THAT NOISE!

DISTRESS SIGNAL!

VWEE! VWEE!

BEE-BEEP!
BEE-BEEP!

THIS IS PROFESSOR DINSDALE OF THE INTERPLANETARY ARCHAEOLOGICAL INSTITUTE CALLING FROM BRENDOK SEVEN. WE NEED HELP!

HANG ON! EMERGENCY MATERIALISATION!

Written by: Mike Tucker, Inks: Lee Sullivan, Colours: Alan Craddock.

HIS SIGNAL WAS QUITE STRONG.

ER, DOCTOR...

IF I CAN FILTER OUT THIS LIGHTING, IT SHOULDN'T TAKE US LONG TO WORK OUT WHERE THE DIG IS!

AHH! LET'S SEE IF OUR LATEST RECRUITS TO THE CAUSE HAVE MORE LUCK THAN THE LAST!

I THINK WE MAY HAVE FOUND IT ALREADY!



THANK
HEAVENS
YOU'VE COME!

WHAT'S BEEN GOING
ON HERE? WHERE
ARE THE REST OF
YOUR TEAM?



WE UNCOVERED
AN ANCIENT BURIAL
MOUND AT THE BASE
OF THE HEADS. BUT
THE ENTRANCE WAS
BOOBY-TRAPPED!



SONIC DISRUPTORS,
VERY NASTY. BUT IF
I CAN JUST MODULATE
THE FREQUENCY...



LIKE AN UMBRELLA
OF SOUND!

WHIRRRR



OH NO!

THE VORTEX
CANNON.



SUCCESS! WE
MUST MOVE
SWIFTLY NOW!

SO WHAT IS
THIS THING?

A DANGEROUS WEAPON FROM
AN ANCIENT AND LONG DEAD
CIVILISATION. I'D ALWAYS
HOPED IT WAS A MYTH!



A GUN?

A GUN THAT COULD
DESTROY THE UNIVERSE!
IT'S POWERED BY TREED
CRYSTALS. LUCKILY FOR
US THEY'VE DECAYED!

UNLUCKILY FOR
YOU WE ARE CLOSE
TO OBTAINING
A NEW SUPPLY!

WHAT...? A ZAAAN
WARRIOR? SO THE
ARCHAEOLOGISTS...?

A TRICK TO LURE THE
UNWARY AND HELP US
TO OPEN THE CHAMBER!



WE'VE GOT TO
STOP HIM!

CAN WE WORRY ABOUT
OURSELVES FOR A MINUTE!
THE ENTIRE PLACE IS
COMING APART!

HE'S TRIGGERED
SOME KIND
OF DEFENCE
MECHANISM!



AND THAT'S
SOME DEFENCE
MECHANISM!

KER-RASH!



COMMANDER! ALL
SYSTEMS ARE OFFLINE.
THE GENERATOR IS
GOING CRITICAL!

OUT OF MY WAY!
MY SAFETY AND THE
RETURN OF THE VORTEX
CANNON TO THE FLEET
IS ALL THAT MATTERS!



DOCTOR!
LOOK!

AN ESCAPE
POD!



COME ON! WE
CAN'T LET THE
ZAAAN POWER
UP THE VORTEX
CANNON.

BUT HOW ARE
WE GOING TO
STOP THEM?

TREED CRYSTALS ARE
RARE. THEY ONLY
OCCUR ON THE PLANET
GARVRATH! WE'VE GOT
TO GET THERE FIRST!

TO BE CONTINUED...



DID YOU KNOW?

In the old series, there were three different versions of the police box exterior.

TARDIS TRICKS!

Discover the down-to-Earth secrets of the Doctor's marvellous travelling machine.

Ever wondered how the creators of Doctor Who managed to crash land the TARDIS on the Powell Estate in 'The Christmas Invasion'? Like most filming secrets, there were many more people involved in it than you might think. The spectacular scene was a combination of live action and special effects wizardry.

To start with, the CGI guys at The Mill worked out where the TARDIS would fly through the scene using a 3D model. Next it was the turn of the cameramen to get the human

reaction. A big crane dangled the bottom half of the TARDIS above the heads of the actors playing Mickey and Jackie who had to pretend the TARDIS was out of control above their heads.

Finally, The Mill combined the big, wooden prop with a CGI version of the police box, so it looked like the TARDIS was smashing into walls, a Post Office van and loads of dustbins. When you see the finished episode, all this trickery looks real!



INSIDE OUT...

Unfortunately, the TARDIS isn't really bigger on the inside. For scenes where the inside can be seen through the doors, three different effects can be used:

ON SCREEN!

1

A 'green screen' is positioned behind the actors. The CGI artists then replace the green with scenes filmed in the TARDIS console room.



2

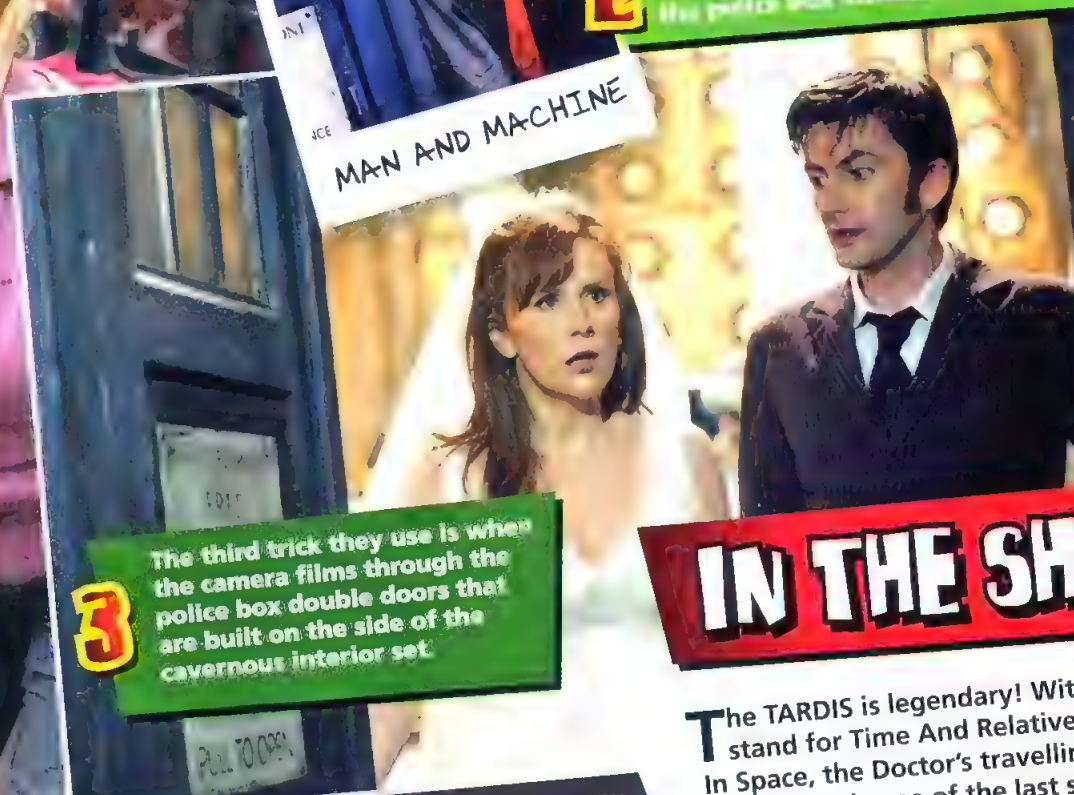
An illuminated, large photograph of the control area is set up inside the police box instead.



MAN AND MACHINE

3

The third trick they use is when the camera films through the police box double doors that are built on the side of the cavernous interior set.



IN THE SHOW

The TARDIS is legendary! With initials that stand for Time And Relative Dimension In Space, the Doctor's travelling machine and home is one of the last surviving examples of Time Lord technology.

THE CYBER CONTROLLER'S

BRAIN

BLISTERS

THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK
AT PAGE 23 FOR
THE ANSWERS

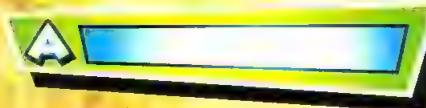
SPOT THE DIFFERENCE

Unite with L.I.N.D.A. and see if
you can spot the six differences
between these two cards.



ABSORB-A-LOT-OF MONSTERS!

The Abzorbaloff has
absorbed four aliens and
monsters the Doctor has
met on his travels. Can you
separate the victims and
work out who's who?



FIND THE TARDIS!

The Doctor must escape the Hoix and reach the TARDIS. Can you help him?



WHO'S IN L.I.N.D.A.?

Name the five original members of L.I.N.D.A. to discover how the Doctor travels.



1. E - - - - n met the Doctor as a little boy.
2. The Abzorbaloff's last victim was U - - - - a.
3. B - - - - t brought in home-made food.
4. Mr S - - - - r was writing his own novel.
5. Sculptures based on the Doctor were made by B - - - - t.

COMING IN ISSUE 23....



PUZZLE ANSWERS

BLISS
SKINNED
BRIDGET
URSULA
A
ELTON

WHO'S IN L.I.N.D.A.?



FIND THE TARDIS!

ABSORB-A-LOT OF
MONSTERS!



SPOT THE DIFFERENCE

- Q1. c) Victor Kennedy
- Q2. b) Clom
- Q3. b) Jackie Tyler
- Q4. a) Her knickers!
- Q5. c) Bliss
- Q6. b) His cane

ABSORBALOFF QUIZ

- A. Siltheen
- Ood
- Krillitane
- Mrs Pakoo

ZOMBIE FEST

The Doctor sees plenty of zombie action, but which zombie are you most like?



2 How do you scare your parents?

- a Trap them in my dungeon
- b Run at them with my zombie pals
- c Shouting 'Are you my mummy?' at them!
- d I don't move and don't speak!

1 What are your most zombie-like features?

- a My blacked out gasmask
- b My scaly skin
- c My cold body
- d My staring blue eyes

3 Who created you?

- a The Editor and the Jagraffess
- b The Gelth
- c The Cat Nurses
- d Alien nanogenes

4 What do you like to do in your free time?

- a Chase people in futuristic hospitals
- b Work on space station computers
- c Chase people in old hospitals
- d Chase people in funeral parlours

5 What do you like to watch on TV?

- a World War Two films
- b Ghostly horror films
- c Hospital dramas
- d Gadget shows

6 What are you trying to achieve?

- a A cure! I want to be healthy again!
- b Dead bodies for the Gelth to inhabit
- c Control over Earth's broadcasting
- d A world full of scary gas masks

HOW DID YOU SCORE?

SCORE SHEET

1. (a) 1 (b) 3 (c) 4 (d) 2
2. (a) 2 (b) 1 (c) 4 (d) 4
3. (a) 4 (b) 1 (c) 1 (d) 1
4. (a) 3 (b) 4 (c) 1 (d) 2
5. (a) 1 (b) 2 (c) 3 (d) 4
6. (a) 3 (b) 2 (c) 4 (d) 1



6-9 Nurse Zombie

You once helped others, but now all you do is help people turn into zombies too!



16-20 Diseased Man

It's not your fault you're so ill, but it has made you into a bit of a killing machine!



10-15 Mr. Sneed Zombie

Your pale, spooky looks are caused by pesky aliens that have got under your skin!



21-24 Frozen Suki

Your hunger for power could end in you being a puppet to a great evil!

280

CASSANDRA AS ROSE

MONSTER



INTELLIGENCE	4700	4100
AGILITY	6500	6800
STAMINA	7100	6900
SPECIAL ABILITIES	5000	5500
FEAR FACTOR	2400	3000

In New New York, Cassandra set a trap for Rose, taking over her mind and then trying to make her kill the Doctor.

C — **ANNIHILATOR** — 005/100

286

TRAPPED SLITHEEN

MONSTER



INTELLIGENCE	4000	3900
AGILITY	200	300
STAMINA	5800	5700
SPECIAL ABILITIES	1000	1200
FEAR FACTOR	500	900

The Gaske stored all kinds of alien creatures in their special pods including this Slitheen who couldn't fight his way out.

C — **ANNIHILATOR** — 011/100

362

TRACTOR BEAM



Use this to trap one of your opponent's ALIEN or MONSTER cards and remove it from play for the rest of the game.

C — **ANNIHILATOR** — 087/100

366

RACNOSS EMPRESS

MONSTER



INTELLIGENCE	8400	8100
AGILITY	7900	7700
STAMINA	7400	7300
SPECIAL ABILITIES	8000	7900
FEAR FACTOR	8100	8200

This spider tricked Lance into feeding Huon particles to Donna so she could 'unlock' the Racnoss hidden inside the Earth.

C — **ANNIHILATOR** — 091/100

341

DISEASE POD



Use this to trap any DISEASED PERSON or CAT NURSE your opponent plays.

Thousands of people infected with every known disease were locked away in pods in the New New York Hospital.

C — **ANNIHILATOR** — 066/100

320

CULT OF SKARO

DALEK



INTELLIGENCE	8700	8600
AGILITY	7000	7200
STAMINA	7900	7600
SPECIAL ABILITIES	8500	8600
FEAR FACTOR	8800	8700

This group emerged from the Sphere with the Genesis Ark, a prison ship containing thousands of war-hungry Daleks.

R — **ANNIHILATOR** — 045/100

110

KENNY

HERO



INTELLIGENCE	4100	4700
AGILITY	2700	3400
STAMINA	2200	2300
SPECIAL ABILITIES	400	600
FEAR FACTOR	300	800

This schoolboy helped the Doctor escape the Krillitanes when he set off the fire alarm, deafening the bat-like creatures.

C — **EXTERMINATOR** — 110/275

099

K-9 ATTACK MODE

ROBOT



INTELLIGENCE	7400	7800
AGILITY	5200	4900
STAMINA	4600	3900
SPECIAL ABILITIES	5700	6000
FEAR FACTOR	5300	5800

K-9 took out many of the evil Krillitanes with his deadly laser gun before sacrificing himself to save everyone in the school.

C — **EXTERMINATOR** — 99/275

038

ROSE TYLER

HERO



INTELLIGENCE	5100	6300
AGILITY	6500	6800
STAMINA	7100	6900
SPECIAL ABILITIES	3100	3800
FEAR FACTOR	2400	3000

Rose used to be a London shopgirl until the Doctor showed her a better life travelling through space and time.

R — **EXTERMINATOR** — 38/275

072

ANTIPLASTIC



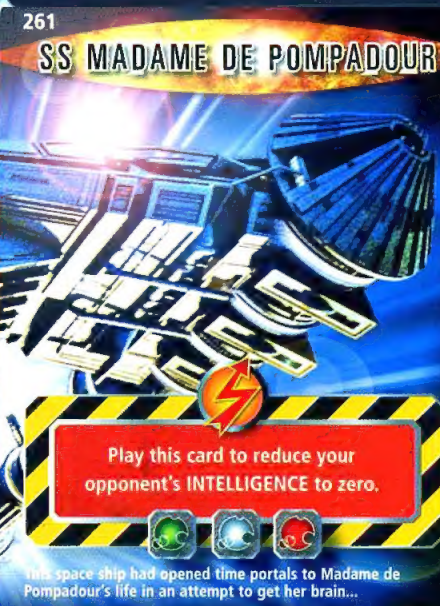
When you use this card, your opponent must put all their AUTON cards to one side for the rest of the game.

The best way to fight an Auton or the Nestene Consciousness, which controls them, is with a phial of antiplastic.

C — **EXTERMINATOR** — 72/275

261

SS MADAME DE POMPADOUR



Play this card to reduce your opponent's INTELLIGENCE to zero.

This space ship had opened time portals to Madame de Pompadour's life in an attempt to get her brain...

C — **EXTERMINATOR** — 261/275

113

PILOT FISH 1

MONSTER



INTELLIGENCE	3800	3600
AGILITY	4900	4800
STAMINA	5900	5900
SPECIAL ABILITIES	6000	5500
FEAR FACTOR	7100	6700

When a band of Father Christmases attacked it was a sign that the bigger threat of the Sycorax was very near by.

C — **EXTERMINATOR** — 113/275



DOCTOR · WHO

BATTLES

IN TIME

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ABZORBALOFF QUIZ

It's time to test yourself on the Abzorbaloff...

Q1. Who did the Abzorbaloff disguise himself as?

- a) Elton Pope
- b) Elton John
- c) Victor Kennedy

Q2. What planet does the Abzorbaloff come from?

- a) Raxacoricofallapatorius
- b) Clom
- c) Mars

Q3. Who from this list was NOT a member of L.I.N.D.A.?

- a) Mr Skinner
- b) Jackie Tyler
- c) Bridget

Q4. What did Jackie wave at Elton in the launderette?

- a) Her knickers!
- b) Her hand
- c) Her socks

Q5. Which member of L.I.N.D.A. was absorbed first?

- a) Ursula
- b) Bridget
- c) Bliss

Q6. What created the limitation field to protect the Abzorbaloff?

- a) His moustache
- b) His cane
- c) His newspaper

YOU STUPID MAN!

L.I.N.D.A. DECK

You can find all the members of L.I.N.D.A. in the Battles in Time collection...



TURN TO PAGE 23 FOR THE ANSWERS OR YOU WILL BE ABSORBED!



5 ABSORBING TRUTHS!

- 1 After being absorbed you could end up anywhere on the Abzorbaloff's body. If, like Bliss, you're really unlucky, you might even turn up on his bum!
- 2 Try your hardest to never go near the Abzorbaloff – once you've been absorbed, there's no way out!
- 3 The Abzorbaloff learns loads from his 'absorbees' – he soaks up their experience and knowledge as well as their bodies!
- 4 The up side of this is, it works both ways – his 'absorbees' can read his mind too, which means they can warn other people what he's up to!
- 5 And if they try REALLY hard and all work together, they can even take control of his body!



ABSORBED AFTER JUST ONE TOUCH

STICK IT!

The Abzorbaloff could only survive on Earth without being absorbed himself because his cane created a protective limitation field.

22

ABZORBALOFF

GROTESQUE GREEN GIANT!

When the bossy Victor Kennedy took over L.I.N.D.A. – a group dedicated to finding out more about the Doctor – nobody realised he was really a big, green monster in disguise!



CONCRETE PROOF

Part of Ursula lives on when the Abzorbaloff dissolves into the ground – her head survives in a paving slab!

L.I.N.D.A.

The London Investigation 'N' Detective Agency are a group of friends who met through their shared interest in the Doctor.

BLISS

Bliss is the artistic one in the group, and the first victim of the Abzorbaloff.

MR. SKINNER

Mr Skinner falls in love with Bridget, and then falls foul of the awful Abzorbaloff.

ELTON POPE

Elton first met the Doctor when he was a little boy. After reading Ursula's blog about the Doctor, he joins the group.

URSULA BLAKE

The Abzorbaloff thinks Ursula is most likely to fight back after she defends Elton, but in the end even she is absorbed.

BRIDGET SINCLAIR

Bridget first came to London in search of her missing daughter. She's the Abzorbaloff's second victim.

TOP 10 ABZORBALOFF FACTS

- 1 The Abzorbaloff has some kind of control over electricity – he can turn lights on by lifting his arms and saying 'lights'.
- 2 He looks a bit like a Slitheen.
- 3 When the Abzorbaloff absorbs someone, it tastes like chicken.
- 4 He has found a way to access the top secret Torchwood files.
- 5 He's trained in basic surveillance and espionage.
- 6 The Abzorbaloff comes from the planet Clom.
- 7 He's surprisingly nimble and can leap over furniture with great ease!
- 8 He is driven by a desire to absorb the Doctor and learn the secrets of time and space!
- 9 Victor Kennedy claims to suffer from a skin complaint so bad he blisters to the touch, but really anyone who touches him would be absorbed!
- 10 The Abzorbaloff only has two fingers and a thumb on each hand!

LESSON TIME



VICTOR THE VILLAIN